

What is claimed is:

- 1    1. A method, comprising:
  - 2            receiving, at a gaming device, a wager for initiating a game play of a game,
  - 3            wherein the game play comprises a predetermined number of
  - 4 rounds of the game and the wager is an amount sufficient to pre-pay for the
  - 5 predetermined number of rounds;
  - 6            establishing, in response to the wager, an initial balance of winnings,
  - 7            wherein the initial balance of winnings is greater than the amount of
  - 8 the wager;
  - 9            determining a predetermined number of outcomes, the predetermined
  - 10 number of outcomes comprising at least one respective outcome for each of the
  - 11 predetermined number of rounds;
  - 12            adjusting the initial balance of winnings based on at least one of the
  - 13 determined outcomes, thereby determining a current balance of winnings,
  - 14            wherein at least one of the outcomes causes the current balance of
  - 15 winnings to be less than the initial balance of winnings;
  - 16            determining, after the predetermined number of rounds has been concluded,
  - 17 a final balance of winnings; and
  - 18            providing the final balance of winnings to a player who initiated the game
  - 19 play.
- 1    2. The method of claim 1, wherein the player is unable to cash out the current
- 2 balance of winnings until after the predetermined number of rounds has been
- 3 concluded.
- 1    3. The method of claim 1, wherein providing the final balance of winnings
- 2 comprises:
  - 3            adding the final balance of winnings to a credit meter balance of the
  - 4 gaming device.
- 1    4. The method of claim 1, further comprising:
  - 2            establishing, based on the wager, a credit meter balance that is distinct from
  - 3 the initial balance of winnings.

- 1 5. The method of claim 1, wherein the initial balance of winnings is established  
2 prior to any outcome being determined.
- 1 6. The method of claim 1, wherein adjusting the initial balance of winnings  
2 comprises:  
3 determining an outcome of the predetermined number of outcomes;  
4 determining an effect on the game play corresponding to the outcome; and  
5 applying the effect to the game play.
- 1 7. The method of claim 6, wherein an effect on the game play comprises an effect  
2 on a current balance of winnings that corresponds to the outcome, and  
3 wherein applying the effect to the game play comprises applying the effect  
4 to the current balance of winnings.
- 1 8. The method of claim 6, further comprising:  
2 accessing a database that stores a plurality of obtainable outcomes, each of  
3 the obtainable outcomes corresponding to a respective effect on the game play.
- 1 9. The method of claim 1, further comprising:  
2 automatically initiating each round of the predetermined rounds, without  
3 further input to do so from the player.
- 1 10. The method of claim 1, further comprising:  
2 initiating each round of the predetermined number of rounds based on a  
3 command to do so from the player.
- 1 11. The method of claim 1, wherein at least one of the outcomes of the  
2 predetermined number of outcomes comprises an outcome that grants a privilege to  
3 the player.
- 1 12. The method of claim 11, wherein the privilege comprises at least one of:  
2 permission to avoid an effect of an outcome of the determined outcomes;  
3 a reduction in the predetermined number of rounds; and

4           an increase in the final balance of winnings.

1    13. The method of claim 11, further comprising:

2    applying the privilege to the game play at the time the privilege is obtained.

1    14. The method of claim 11, further comprising:

2           applying the privilege to the game play in response to a command from the  
3    player to do so.

1    15. The method of claim 11, wherein the privilege has associated therewith at least  
2    one constraint.

1    16. The method of claim 15, wherein the at least one constraint comprises at least  
2    one of:

3           a predetermined number of rounds, from a round within which the privilege  
4    is obtained, within which the privilege must be applied;

5           a predetermined number of game plays, from a game play within which the  
6    privilege is obtained, within which the privilege must be applied; and

7           a predetermined period of time, from a time at which the privilege was  
8    obtained, within which the privilege must be applied.

1    17. The method of claim 11, further comprising:

2           storing an indication of the privilege with an identifier of the player, for  
3    future use by the player.

1    18. The method of claim 1, wherein adjusting the initial balance of winnings  
2    comprises:

3           determining, based on at least one of the determined outcomes, that  
4    adjusting the initial balance of winnings would result in a negative balance of  
5    winnings; and

6           setting the current balance of winnings to be zero.

1    19. The method of claim 1, wherein adjusting the initial balance of winnings  
2    comprises:

3           adjusting the initial balance of winnings such that the current balance of  
4           winnings is a fractional amount.

1    20. A method, comprising:  
2           receiving, at a gaming device, a wager for initiating a game play of a game,  
3                       wherein the game play comprises a predetermined amount of time  
4           during which consecutive rounds of the game are to be played;  
5           establishing, in response to the wager, an initial balance of winnings,  
6                       wherein the initial balance of winnings is greater than the amount of  
7           the wager;  
8           determining a number of outcomes during the predetermined amount of  
9           time, each of the outcomes corresponding to a respective round of the game;  
10          adjusting the initial balance of winnings based on at least one of the  
11          determined outcomes, thereby determining a current balance of winnings,  
12                       wherein at least one of the outcomes causes the current balance of  
13          winnings to be less than the initial balance of winnings;  
14          determining, at the end of the predetermined amount of time, a final  
15          balance of winnings; and  
16          providing the final balance of winnings to a player who initiated the game  
17          play.

1    21. The method of claim 20, wherein the game play further comprises a minimum  
2    rate of play for the predetermined amount of time, such that the player must initiate  
3    rounds of the game at the minimum rate of play in order to qualify for the final  
4    balance of winnings.

1    22. The method of claim 20, wherein the player is unable to cash out the final  
2    balance of winnings until after the predetermined amount of time ends.

1    23. The method of claim 20, wherein providing the final balance of winnings  
2    comprises:  
3           adding the final balance of winnings to a credit meter balance of the  
4    gaming device.

- 1    24. The method of claim 20, further comprising:  
2            establishing, based on the wager, a credit meter balance that is distinct from  
3    the initial balance of winnings.
- 1    25. The method of claim 20, wherein the initial balance of winnings is established  
2    prior to any outcome being determined.
- 1    26. The method of claim 20, wherein adjusting the initial balance of winnings  
2    comprises:  
3            determining an outcome;  
4            determining an effect on the game play corresponding to the outcome; and  
5            applying the effect to the game play.
- 1    27. The method of claim 26, wherein an effect on the game play comprises an  
2    effect on a current balance of winnings that corresponds to the outcome, and  
3    wherein applying the effect to the game play comprises applying the effect to the  
4    current balance of winnings.
- 1    28. The method of claim 26, further comprising:  
2            accessing a database that stores a plurality of obtainable outcomes, each of  
3    the obtainable outcomes corresponding to a respective effect on the game play.
- 1    29. The method of claim 20, further comprising:  
2            automatically initiating, during the predetermined amount of time, rounds  
3    of the game at a predetermined rate.
- 1    30. The method of claim 20, wherein determining a number of outcomes  
2    comprises:  
3            receiving, from the player, a command to initiate a round of the game; and  
4            determining an outcome in response to the command.
- 1    31. The method of claim 20, wherein at least one of the determined outcomes  
2    comprises an outcome that grants a privilege to the player.

- 1 32. The method of claim 31, wherein the privilege comprises at least one of:  
2 permission to avoid an effect of an outcome of the determined outcomes;  
3 a reduction in the predetermined amount of time; and  
4 an increase in the final balance of winnings.
- 1 33. The method of claim 31, further comprising:  
2 applying the privilege to the game play at the time the privilege is obtained.
- 1 34. The method of claim 31, further comprising:  
2 applying the privilege to the game play in response to a command from the  
3 player to do so.
- 1 35. The method of claim 31, wherein the privilege has associated therewith at least  
2 one constraint.
- 1 36. The method of claim 35, wherein the at least one constraint comprises at least  
2 one of:  
3 a predetermined number of rounds, from a round within which the privilege  
4 is obtained, within which the privilege must be applied;  
5 a predetermined number of game plays, from a game play within which the  
6 privilege is obtained, within which the privilege must be applied; and  
7 a predetermined period of time, from a time at which the privilege was  
8 obtained, within which the privilege must be applied.
- 1 37. The method of claim 31, further comprising:  
2 storing an indication of the privilege with an identifier of the player, for  
3 future use by the player.
- 1 38. The method of claim 20, wherein adjusting the initial balance of winnings  
2 comprises:  
3 determining, based on at least one of the determined outcomes, that  
4 adjusting the initial balance of winnings would result in a negative balance of  
5 winnings; and  
6 setting the current balance of winnings to be zero.

1 39. The method of claim 20, wherein adjusting the initial balance of winnings  
2 comprises:  
3 adjusting the initial balance of winnings such that the current balance of  
4 winnings is a fractional amount.

1 40. A method, comprising:  
2 establishing, at the initiation of a game play at a gaming device, an initial  
3 value of a prize,  
4 wherein the game play ends once at least one of a predetermined  
5 number of rounds of the game are completed and a predetermined amount of time  
6 has passed;  
7 determining a series of outcomes for the game play, each respective  
8 outcome corresponding to a round of the game play;  
9 adjusting the initial value of the prize based on the determined outcomes,  
10 thereby determining a current value of the prize,  
11 wherein at least one of the determined outcomes causes the current  
12 value of the prize to be less than the initial value of the prize;  
13 determining, once the game play ends, a final value of the prize; and  
14 outputting the prize of the final value to a player.

1 41. The method of claim 40, wherein the prize comprises at least one of:  
2 currency;  
3 alternate currency;  
4 a product; and  
5 a service.

1 42. A method, comprising:  
2 establishing, at a gaming device, an initial value of a prize that is distinct  
3 from a balance of credits available to a player for wagering at the gaming device;  
4 determining a series of outcomes;  
5 adjusting the initial value of the prize after each of the outcomes, based on  
6 an effect associated with the outcome,

7                    wherein at least one of the outcomes causes the final value of the  
8 prize to be less than the initial value of the prize;  
9                    determining that the current value of the prize is zero;  
10                  determining a number of outcomes that were determined before the current  
11 value of the prize reached zero; and  
12                  providing a reward to the player based on the number of outcomes.